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THE OFFICIAL

STAR TREK®

FACT FILES 211



The Son'a and Ba'ku Index
Index to a feuding species

U.S.S. PHOENIX
Battling the Cardassians

Profile on Haley
Holographic assistant



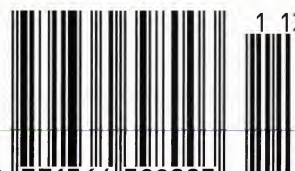
The Bashir Index
Genetically enhanced doctor

Data Retrieval Systems
Accessing data, STARFLEET style

Borg Vinculum
Connecting the collective

Abaddon's Repository of Lost Treasures
Junk and treasure in equal measure

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 35A

THE WESLEY INDEX

Wesley Crusher spends much of his formative teenage years aboard the *U.S.S. Enterprise NCC-1701-D* preparing to enter *Starfleet Academy*, never knowing that his life will follow an unexpected path under the guidance of the *Traveler*.

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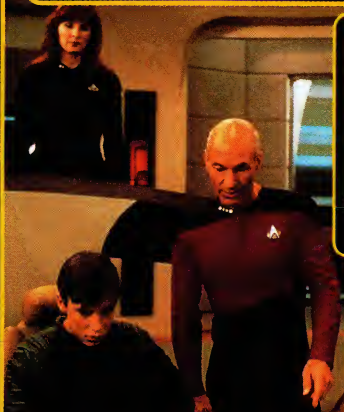
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69 STAR TREK:
THE NEXT GENERATION

Wes Crusher's Childhood



The young **Wesley Crusher** is fascinated by **Starfleet**, and hopes one day to follow in the footsteps of his parents.

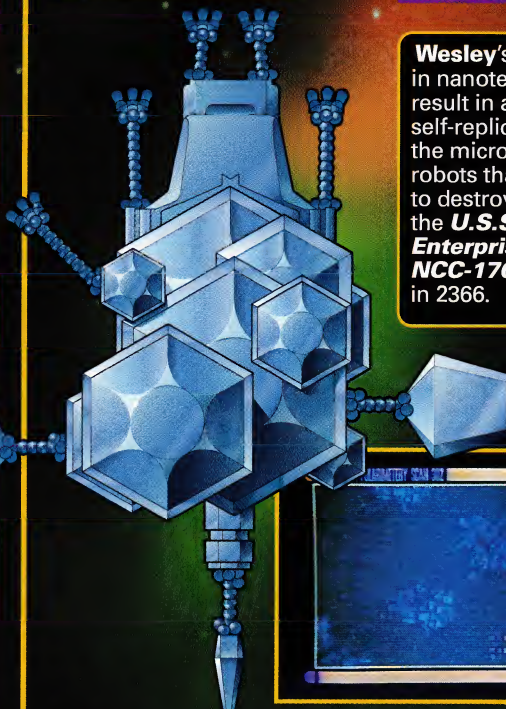
FILE 43 CARD 34

Wes Crusher Saves the Day



FILE 43 CARD 34B

Nanotechnology



Wesley's experiments in nanotechnology result in a new, sentient, self-replicating breed of the microscopic **Nanite** robots that threaten to destroy the *U.S.S. Enterprise NCC-1701-D* in 2366.

FILE 66 CARD 14

Jack Crusher



FILE 43 CARD 72

Wesley's beloved mother, **Dr. Beverly Crusher**, has raised her son on her own.



Beverly Crusher

FILE 43 CARD 31

"... Everything I said would have been listened to if it came from an adult officer."

— Wesley Crusher

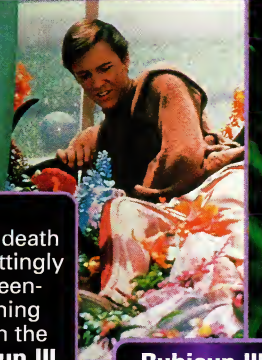
FILE 18 CARD 73

Wes Crusher: Genius

FILE 43 CARD 34A

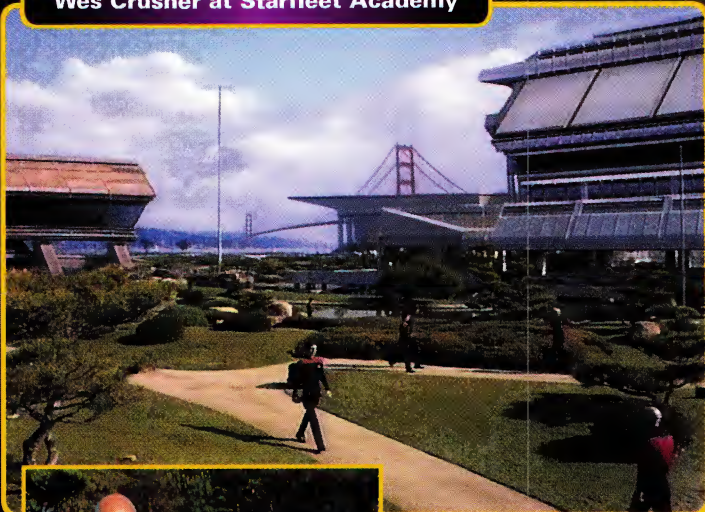
Wesley has always excelled academically. In 2366, **Captain Jean-Luc Picard** awards the gifted youngster with a field promotion to the rank of ensign in respect for his services to the crew of the *U.S.S. Enterprise NCC-1701-D*.

Wesley is sentenced to death after he unwittingly destroys a greenhouse containing new plants on the planet **Rubicun III**.



Rubicun III

Wes Crusher at Starfleet Academy



Wesley is invited to join the illustrious **Nova Squadron** during his time at **Starfleet Academy**.

FILE 43 CARD 34C

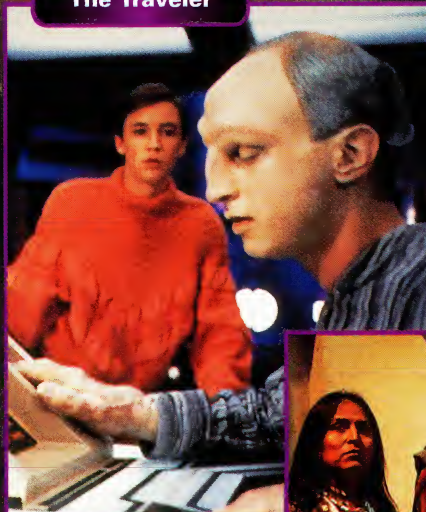
Captain Dirgo

Captain Dirgo has little interest in waiting for **Wesley** to locate a source of water after the ship they are traveling on crashes.



FILE 58 CARD 47

The Traveler



The **Traveler**, an alien being with the amazing ability to manipulate space and time, has a profound effect on **Wesley**. He provides the disillusioned young man with a new direction in life in late 2370.



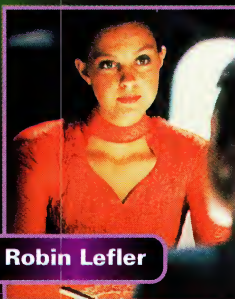
FILE 57 CARD 3

Kolvoord Starburst



FILE 19 CARD 8

Nova Squadron



Robin Lefler

FILE 43 CARD 43

Nova Squadron are responsible for the death of a fellow cadet after they perform the illegal **Kolvoord Starburst** maneuver.

WESLEY STARSHIP LOG: Key episodes



'Encounter at Farpoint'
FILE 69 CARD 1



'Where No One Has Gone Before'
FILE 69 CARD 5



'Justice'
FILE 69 CARD 8



'When the Bough Breaks'
FILE 69 CARD 17



'Coming of Age'
FILE 69 CARD 18



'The Dauphin'
FILE 69 CARD 35



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FILE 69 CARD 42



'Evolution'
FILE 69 CARD 49



'Family'
FILE 69 CARD 76



'Remember Me'
FILE 69 CARD 77



'Final Mission'
FILE 69 CARD 81



'The Game'
FILE 69 CARD 103



'First Duty'
FILE 69 CARD 115



'Journey's End'
FILE 69 CARD 163

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FILE 1 CARD 41

THE DR. BASHIR INDEX

Julian Bashir has developed from an eager and somewhat precocious young doctor into one of the Federation's most respected physicians — albeit one who has benefited from the advances of outlawed genetic manipulation.

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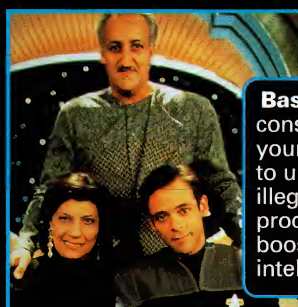
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66 12H 24th-CENTURY RACQUET SPORTS

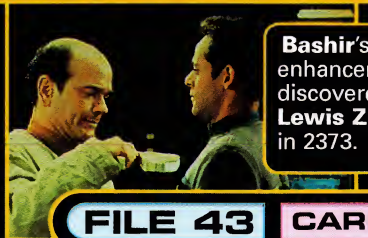
SECTION 6: STARSHIP LOG

70 STAR TREK: DEEP SPACE NINE



Dr. Julian Bashir's Genetic Enhancements

Bashir's parents consented for the young **Julian** to undergo an illegal genetic procedure to boost his intelligence.



Bashir's genetic enhancements are discovered by **Dr. Lewis Zimmerman** in 2373.

FILE 43 CARD 48B



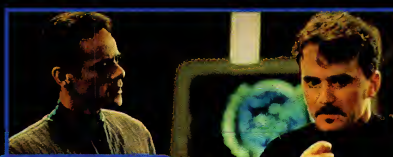
Jadzia Dax

Dr. Bashir lusts after **Jadzia Dax** for six years, and is somewhat disappointed when she marries **Worf**.

FILE 43 CARD 46

Dr. Julian Bashir's Early Life

FILE 43 CARD 48



Bashir aids three genetically enhanced humans.

The Science of Genetics

FILE 7 CARD 11

Ezri Dax

A new **Dax** host — namely **Ezri** — finally succumbs to **Bashir's** charms in 2375.

FILE 43 CARD 75



Melora Pazlar

Dr. Bashir falls in love with the **Elaysian** **Ensign Melora Pazlar** in 2370.

Dr. Julian Bashir and the Mutants



Bashir's genetic enhancements result in a significantly greater mind.

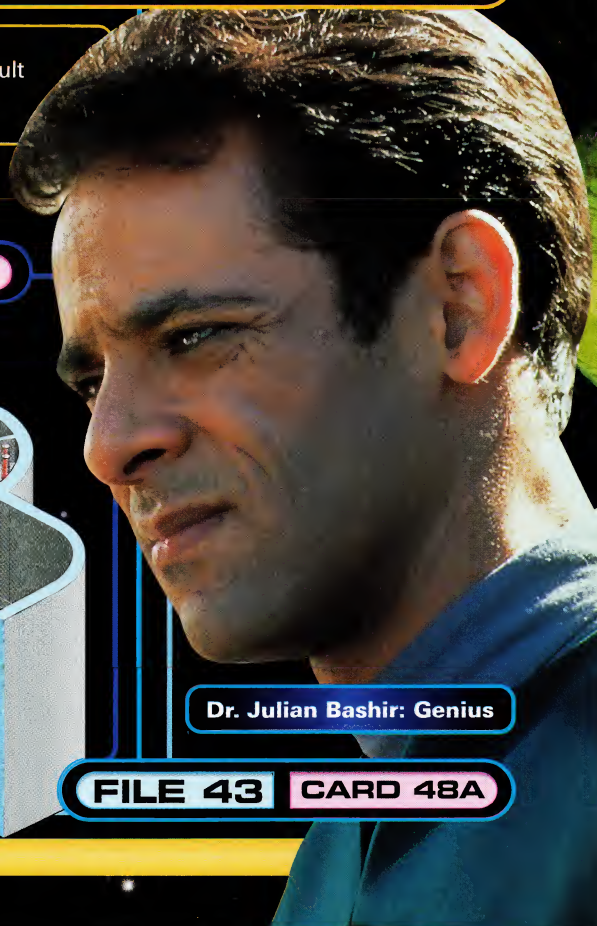
FILE 43 CARD 48D

FILE 43 CARD 46 APPENDIX 1

FILE 27 CARD 7



Deep Space Nine: Infirmary



Dr. Julian Bashir: Genius

FILE 43 CARD 48A

U.S.S. Defiant NX-74205: Sickbay



The sickbay aboard the **U.S.S. Defiant NX-74205** offers cramped, but sufficient medical facilities.

FILE 28 CARD 5

Dr. Julian Bashir Under Fire



Bashir finds himself in many life-threatening situations, including capture by the **Romulans**.

FILE 43 CARD 48E

"This is where the adventure is. This is where heroes are made. Right here."

— Dr. Bashir on *Deep Space Nine*

Dr. Julian Bashir in the Holosuite



FILE 43 CARD 48C

Bashir enjoys time in the **holosuite** as a 1960's secret agent.

Dr. Julian Bashir and Garak



Dr. Bashir strikes up an unusual friendship with the **Cardassian** tailor **Garak** soon after his arrival on *Deep Space Nine*.

FILE 43 CARD 48F

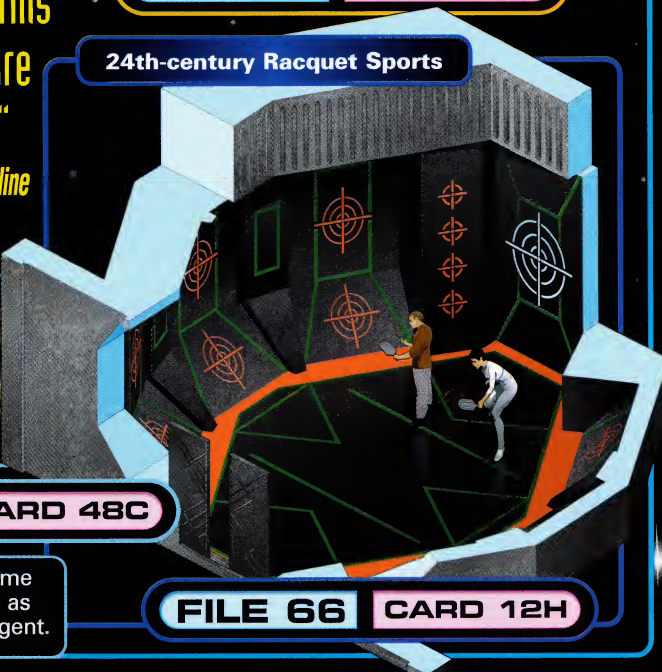
Miles O'Brien

Chief O'Brien and **Dr. Bashir** become good friends. They spend many hours together, playing darts, or taking part in **holosuite** programs.



FILE 43 CARD 47E

24th-century Racquet Sports



FILE 66 CARD 12H



Harvester Weapons

Bashir is instrumental in ensuring that the remaining **Harvester** weapons from the **T'Lani/Kellerun** war are rendered inoperable.

FILE 60 CARD 21

BASHIR STARSHIP LOG: Key episodes



'Birthright'
Part I
FILE 69
CARD 136



'The Passenger'
FILE 70
CARD 8



'Melora'
FILE 70
CARD 24



'Armageddon Game'
FILE 70
CARD 31



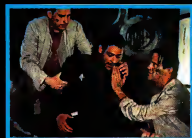
'Distant Voices'
FILE 70
CARD 59



'Hippocratic Oath'
FILE 70
CARD 70



'Our Man Bashir'
FILE 70
CARD 76



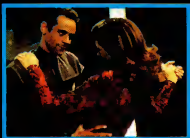
'The Quickening'
FILE 70
CARD 90



'Nor the Battle to the Strong'
FILE 70
CARD 96



'Doctor Bashir, I Presume'
FILE 70
CARD 108



'Statistical Probabilities'
FILE 70
CARD 127



'Inquisition'
FILE 70
CARD 136



'Chrysalis'
FILE 70
CARD 149



'Inter Arma Enim Silent Leges'
FILE 70
CARD 160

The Guide to the STAR TREK Galaxy

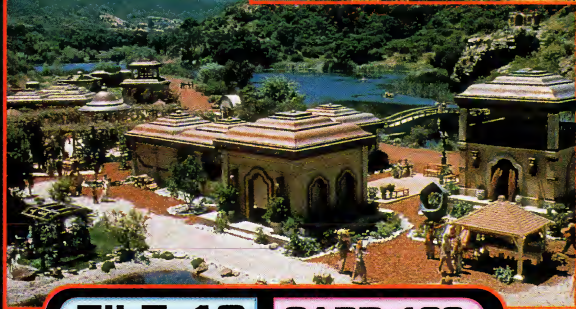
FILE 1 CARD 62

THE SON'A & BA'KU INDEX

The Ba'ku and Son'a appear as two very distinct and separate races, but in fact they share a common heritage. The truth is exposed during a Federation mission to the Ba'ku colony world in the latter part of the 24th century.

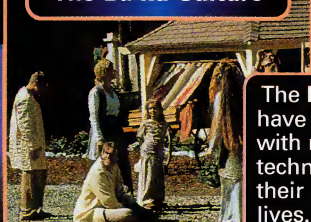
The Ba'ku

The Ba'ku village is set in an idyllic location, beside a calm lake.



FILE 18 CARD 122

The Ba'ku Culture



The Ba'ku have dispensed with modern technology in their everyday lives.

FILE 18 CARD 122A

"The moment we pick up a weapon, we become one of them . . . we lose everything we are." — Sojef

Sojef



Sojef is the spokesman of the Ba'ku. He lives in the village with his young son, Artim.

Artim



The Healing effects of the Ba'ku



The metaphasic rings around the Ba'ku colony world have regenerative qualities.

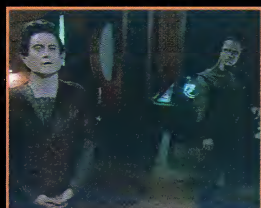


FILE 43 CARD 27L

SON'A AND BA'KU STARSHIP LOG: Key episodes



STAR TREK:
Insurrection
FILE 80



'Penumbra'
FILE 70
CARD 161



Picard and the Ba'ku

Captain Jean-Luc Picard is drawn to preserving the Ba'ku way of life.

Anij quickly falls in love with Captain Picard when he risks his life to save her people.

Anij

FILE 58 CARD 8

SON'A & BA'KU FILES

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- 80 STAR TREK: INSURRECTION



The Son'a



FILE 18 CARD 123

The **Son'a** race is composed of **Ba'ku** who were exiled from the **Ba'ku colony world** after attempting to stage a coup.

Son'a Mission Scout Ship: Bridge



FILE 40 CARD 16A

The bridge of the **Son'a Mission Scout Ship** is spacious and bright. A comfortable sofa is provided for the ship's **ahdar**.

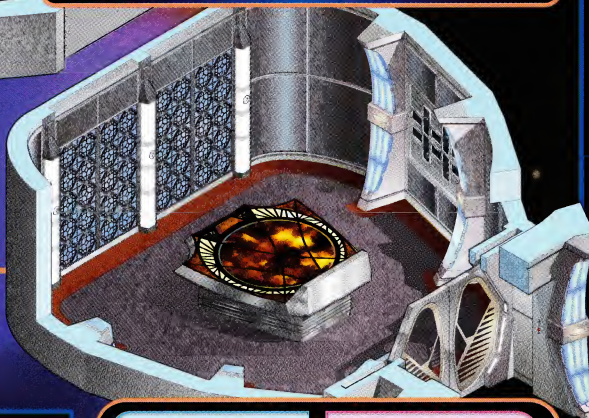
Son'a Mission Scout Ship



The **Son'a Mission Scout Ship** is an elaborately designed and powerful vessel.

FILE 40 CARD 16

Son'a Mission Scout Ship: Tactical Room



FILE 40 CARD 16B

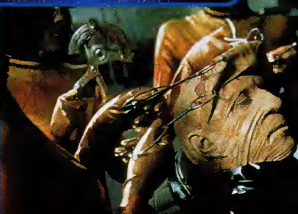
Son'a Hand Weapons



Son'a weapons are designed to be easy to operate, and comfortable to hold. A series of diodes indicates the level of activation.

FILE 60 CARD 27

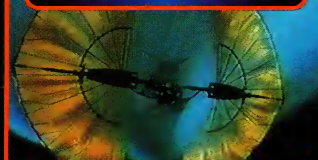
Son'a Face Stretching



The **Son'a** rejuvenate their ravaged faces with flesh-stretching sessions.

FILE 65 CARD 10

Son'a Collector Ship



FILE 40 CARD 16D

The **Son'a** have enslaved two races – the **Tarlac** and the **Ellora** – and incorporated them into their society as a labor class.

Son'a Battleship



FILE 40 CARD 16C

Ahdar Ru'afo is the most embittered of the **Son'a**. He desires revenge against the **Ba'ku**, who sentenced him to exile.

Ru'afo

FILE 58 CARD 7

Slaves of the Son'a



FILE 18 CARD 123A



THE BORG
COLLECTIVE

The Guide to the STAR TREK Galaxy

FILE 15 CARD 11A



THE BORG
COLLECTIVE

RACES ASSIMILATED BY THE BORG

THE CARDASSIANS

▶ The crew of the U.S.S. **ENTERPRISE** NCC-1701-E encounter assimilated Cardassian drones during their attempt to repel a Borg invasion of Earth's past, in 2063.



The **Cardassians** have never been a major target of the **Borg**, but from time to time some individuals have been assimilated into the **collective**. It is perhaps ironic that despite the myriad conflicts that dog their history, assimilated Cardassian drones work side-by-side with those from their enemy races on **Borg cubes** across the Galaxy.

STARSHIP LOG: STAR TREK: FIRST CONTACT

THE CATAATI

The **Cataati** are a spacefaring race that is assimilated by the **Borg** in 2372; there are only a few thousand survivors out of a population that once numbered millions. Those who escape abandon their homeworld and become Galactic nomads, wandering the spacelanes in a fleet of ever-decaying ships.

▶ Once-proud **Cataati** such as **Lumas** have been reduced to begging. They travel the **Delta Quadrant** in decaying ships, and rely on the charity of others for their survival.



▶ **Lumas** reacts violently to **Seven**, demanding to know what the **Borg** did with his family.



STARSHIP LOG: 'DAY OF HONOR' [VOY]

EL-AURIANS

This long-lived humanoid civilization is made almost extinct by the **Borg collective** in the 23rd century. Their homeworld is destroyed during the assimilation process and, as a result, the few **El-Aurians** that remain become spread across the Galaxy over the course of the next century. In 2368, the El-Aurian **Guinan** is initially in favor of infecting the Borg with a virus that will destroy the entire collective, but changes her mind after meeting with the young drone who would be used to deliver the disease.

▶ **Dr. Tolian Soran** is one of the **El-Aurians** who manage to avoid being assimilated when the Borg overrun their homeworld.



▶ **Guinan** finds it difficult to forgive the **Borg** for what they have done, but does see that revenge is not the answer.



STARSHIP LOG: 'Q WHO?' [TNG]; STAR TREK GENERATIONS

THE FARN

Drones assimilated from the **Farn** are set free in 2368, when their **Borg cube** is damaged. Sadly, they use this newfound freedom only to resume long-standing hostilities with the **Parein**.

STARSHIP LOG: 'UNITY' [VOY]

THE FERENGI (SPECIES 180)

The **Ferengi** are known to the **Borg** as **Species 180**, suggesting that the first assimilations took place centuries ago. The Ferengi are known for their business acumen and ability to drive a hard bargain, but it is unlikely that they have ever been able to buy their way out of trouble with the Borg.

STARSHIP LOG: 'SCORPION' PART I [VOY]

THE HIROGEN

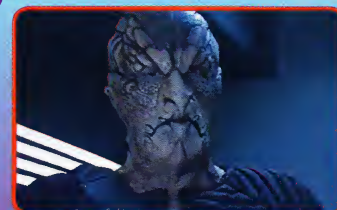
Several members of the formidable hunter race known as the **Hirogen** have been assimilated by the **Borg**. When the **Borg Queen** tries to shut down the dreamworld **Unimatrix Zero One**, Hirogen hunters stalk the forest hunting down the invading drones.

STARSHIP LOG: 'UNIMATRIX ZERO' PART I [VOY]

THE HAZARI (SPECIES 4228)

The **Hazari**, a **Delta Quadrant** race of bounty hunters, are especially prized by the **Borg collective**. A technologically advanced race that is noted for its extremely violent tendencies, Hazari individuals make excellent tactical drones, and the race has been designated **Species 4228**. A particular trait of Hazari tactics is to wait, inviting their enemy to make mistakes rather than attacking them directly – a course of action that rarely works against the Borg.

STARSHIP LOG: 'THINK TANK' [VOY]



▶ The **Hazari** are a fearsome-looking race with a tendency for extreme violence.



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The Guide to the STAR TREK Galaxy

FILE 15

CARD 11A



RACES ASSIMILATED BY THE BORG

HUMANS (SPECIES 5618)

Despite a number of attempts to attack Earth, the **Borg collective** has assimilated only a handful of humans. The first official contact with **Starfleet** occurs in 2365, when the extra-dimensional entity known as **Q** throws the crew of the **U.S.S. Enterprise NCC-1701-D** halfway across the Galaxy and into the path of a **Borg cube**. Following this encounter, the Borg make attempts to attack Earth in order to assimilate its population. In 2367, they mount an unsuccessful attack on the Sol system; they are repelled at **Wolf 359**. A further plan to travel back into Earth's past, and assimilate its population before the formation of **Starfleet**, is also unsuccessful. Nonetheless, the planet remains a prime target for the Borg. Several humans have been assimilated into the collective over the years. Remarkably, some human drones have been rescued and have had their Borg implants removed, enabling them to return to their former lives.

▶ **Seven of Nine** has been able to regain much of her stolen humanity.



STARSHIP LOG: 'BEST OF BOTH WORLDS' [TNG]; 'UNITY' [VOY]; STAR TREK: FIRST CONTACT

▶ The Borg assimilate **Starfleet Captain Jean-Luc Picard** into the collective to act as their spokesman to the human race.

KRENIM

Some members of the timeline-warping **Krenim** race have been assimilated. **Seven of Nine** finds herself debating the finer points of temporal physics with a Krenim scientist during a period in which she is plagued by the memories of the people she has assimilated.

STARSHIP LOG: 'INFINITE REGRESS' [VOY]

KTARIANS (SPECIES 6961)

The **Borg** have designated the **Ktarians Species 6961**. This suggests a relatively recent first assimilation of the race, which has a checkered history with the **United Federation of Planets**, but few other details are available. It is unknown if Ktarian individuals have been assimilated when their vessels encountered the Borg, or whether the collective has made a concerted effort to attack Ktarian colonies, or even the race's homeworld.

STARSHIP LOG: 'DARK FRONTIER', PART II [VOY]

KLINGONS

At least some members of the **Klingon** race are known to have been assimilated by the **Borg**. These have presumably come from the crews of individual vessels, as no Borg attacks on the Klingon homeworld or colonies have been recorded. Even the most strong-willed members of this warrior race become passive drones once the assimilation process has been completed.

▶ **Half-Klingon Starfleet officer B'Elanna Torres** is assimilated as part of a plan to defeat the Borg in late 2376.



▶ **Klingon drones** can be identified by their distinctive ridged foreheads.

▶ **Torres** takes on the appearance of a Borg drone, but is able to retain the ability to think as an individual.



STARSHIP LOG: 'UNIMATRIX ZERO' [VOY]; STAR TREK: FIRST CONTACT [TNG]

LANSOR'S PEOPLE

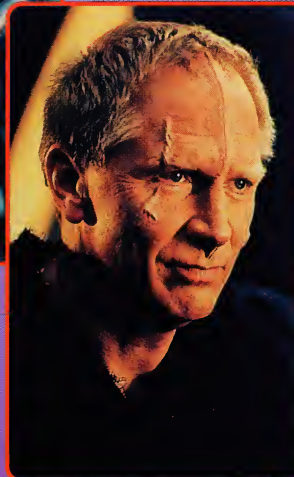


Lansor is a member of an unnamed race of humanoid who have a pronounced vertical ridge on their foreheads. He is assimilated by the **Borg** and becomes a **Two of Nine**, part of **Unimatrix Zero One**.

▶ The distinctive forehead ridge characteristic of **Lansor's people** can still be seen on the assimilated drone.

▶ **Lansor** eventually escapes the collective and decides to live out his life "meeting new people."

STARSHIP LOG: 'SURVIVAL INSTINCT' [VOY]





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 148

NIGHT BEINGS



OTHER GROUPS
AND RACES

The presence of an alien species existing within a spatial void comes as a surprise to the crew of the *U.S.S. Voyager NCC-74656*, as does the fact that these **Night Beings** are facing death at the hands of the **Malon**.

Environment is the key factor in the evolution of life, creating creatures with unique traits, tied to the worlds and locales in which they thrive. The so-called **Night Beings**, members of a nomadic humanoid species that exists within a starless region of the **Delta Quadrant** known as 'The Void,' draw many parallels with the bats that inhabit the dark recesses of caves on Earth.

The **Night Beings** are first encountered by the crew of the *U.S.S. Voyager NCC-74656* in 2375, on **Stardate 52081**. *Voyager's* course back to the **Alpha Quadrant** sends it through The Void, a vast area of absolute blackness

approximately 2500 light years across, containing no planets, stars, or other stellar phenomena.

Dark hostility

Two months into *Voyager's* two-year, high-warp traversal of The Void, **first contact** with the **Night Beings** takes place when the aliens attack the starship, mistakenly believing it to be hostile. What is known of the **Night Beings** largely comes from the initial encounters with them during this attack; from medical scans conducted by *Voyager's* **EMH** on an injured intruder; and from tactical scans of their starships.

The **Night Beings** are humanoid in form, and do not appear to wear clothing

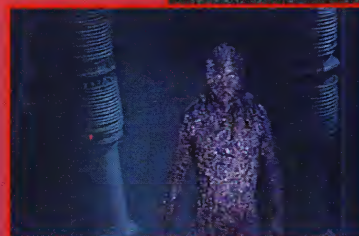
or carry technology of any kind. Their humanoid form is covered with a mottled skin in shades that vary between light purple and dark brown, without any evidence of hair or fur. Close up, their skin texture resembles that of some deep-sea fish species, with irregular blisters and ridges, and apparent gill-like organs on their faces. Living as they do in a zone of absolute darkness, the **Night Beings** are extremely photosensitive, suffering physical pain if exposed to bright, focused light sources; during his treatment of one of the aliens, the **EMH** is forced to lower sickbay lighting levels to their dimmest setting.

On some levels, these beings resemble the

▶ *The Night Beings have a unique appearance. Their skin is mottled, with a distinctive series of ridges running over their bodies.*



◀ *The Night Beings present a particularly unsettling image on their first appearance, as their eyes loom out of the dark.*



reptilian humanoids encountered on the planet **Tarchannen III**, in the **Alpha Quadrant**.

This species has an innate self-defense mechanism with which to subdue its foes; the **Night Beings** appear to be able to channel a form of energy, possibly bioelectric

OTHER CARDS IN THIS FILE...

- 120 THE MALON
- 125 THE MONEANS
- 133 THE VOTH
- 144 PHOTONIC ALIENS

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71

NEW PURPOSE

Captain to the rescue

The discovery of the **Night Beings** within The Void comes as a surprise to the crew of the *U.S.S. Voyager NCC-74656*, who have begun to suffer from incredible boredom during their uneventful journey through the region. **Holodeck** time becomes a highly sought-after commodity, and briefings become a formality as crew have little to report. The most worrying development, however, is **Captain Janeway's** absence. The disenchanted captain retreats to her quarters where she mourns some of her earlier command decisions, and hopes for a "few **Borg cubes**" as a distraction. Nevertheless, she is compelled – and grateful – to return to service when *Voyager* is attacked by the **Night Beings**.



▶ *Captain Janeway is alone with her thoughts until the appearance of the Night Beings gives her a fresh purpose.*

◀ *The Night Beings' vessels have been adapted to operate in the unique conditions that exist within the spatial void.*



Designation	Night Beings
Class	Unknown
Quadrant	Delta
Inhabitants	Humanoid
Government	Unknown.
Environment	The Night Beings inhabit a region of space devoid of any planets or points of interest, such as stars or solar systems. A wormhole is the only anomaly evident within the area.
Features	The Night Beings have adapted their physiology and technology to suit the environment they now inhabit.
Laws	Unknown.
Starship log	STAR TREK: VOYAGER 'Night'



GALAXY FACTS

▶ Tom Paris is the first crew member aboard the *U.S.S. Voyager* to see a Night Being, when he locates one in his 'Adventures of Captain Proton!' holodeck program.

▶ The Doctor is unable to effectively treat an injured Night Being, and determines that the best course of action is to return the patient to his own kind in the hope that they can help him.

in origin, from their torso out along their arms, emerging from their fingertips in a flash of blue-white light. When inflicted upon a human, this energy discharge causes severe burns to outer skin tissues and systemic shock comparable to a light-stun setting on a **phaser** – a similar ability to deliver shocks is found in Earth's electric eel, and the **dryworm** of *Antos IV*. Perhaps because of this capacity to generate energy internally, the Night Beings appear to have the ability to resist energy directed at them, as on at least one occasion a Night Being shrugs off a direct phaser hit on stun setting with no apparent ill effects. This resistance is not total, however, as a



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 148

NIGHT BEINGS



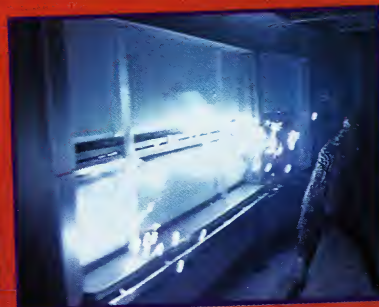
OTHER GROUPS AND RACES



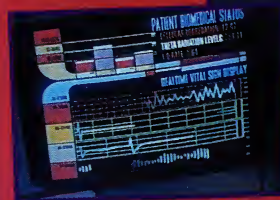
▶ The Night Beings have the ability to fire a directed flow of energy from their fingertips.



▶ Tom Paris suffers painful injuries after he sustains an energy blast from a Night Being.



▶ The Doctor learns that the Night Beings are suffering from radiation poisoning.



▶ The lighting in sickbay is notably subdued when an injured Night Being requires medical attention.

holodeck-created ray gun is enough to render one of the beings comatose.

As well as having a physiology adapted to exist in complete darkness, the Night Beings also seem to have a culture that can function without the benefit of light. According to one of their number, the Night Beings originated many millions of years ago, in a region far distant from the zone, known as The Void.

In the dark of the night

At some point in their history, the Night Beings abandoned their planet of origin and journeyed into the starless area to make a new home. Over millions of years, they evolved into their present forms, changing and adapting their physiology to exist alone in

total darkness.

Conclusions drawn from *Voyager's* encounters with this species are unclear as to whether the Night Beings live on a planet within the dark zone – as rogue worlds without stars could theoretically exist within it. Instead, it appears that they are a nomadic race living on starships. The exact number of these craft is unknown, but the **Malon Controller Emck**, who frequents the area, mentions that there are "thousands of vessels" hidden deeper in the zone. If the Night Beings do indeed live on ships, larger questions as to the nature of their technologies and greater society remain unanswered. The Night Beings show no evidence

of possessing faster-than-light space travel, but they do have rudimentary cloaking device technology, formidable weapons systems, and **transporters**; the existence of these devices indicates a level of scientific development close to that of most Alpha Quadrant races. A secretive people, the Night Beings would seem to prefer to remain undisturbed, but the arrival of a **Malon Export Vessel** in the recent past has forced them to go on the offensive.

Waste dump

This single, heavily armed Malon ship, under the command of Controller Emck, uses The Void as a dumping ground for vast quantities of toxic antimatter by-products, spreading poisonous **theta radiation** throughout the region. This radiation is fatal to the Night Beings, causing gradual and terminal cellular degradation. Unconcerned about the fate of the race indigenous to The Void, Emck continues to dump

waste by traveling through a wormhole; this leads to the Night Beings' attack on *Voyager*, when they mistake the Starfleet ship for an ally of the Malon.

Despite Emck's help in driving off the Night Beings and his entreaty to hand over a survivor from the assault, **Captain Kathryn Janeway** elects to hear the Night Beings' version of events, saving the life of one of the aliens and making the first overtures toward peaceful contact. Eventually, Janeway and her crew realize that the only way to aid the Night Beings is to close the wormhole that leads into their territory, and while a force of Night Being ships assists *Voyager* in defeating Emck's *Export Vessel*, the **Federation** starship enters the **subspace conduit** and seals it with a **photon torpedo** detonation. The final fate of the Night Beings remains unknown, but it is hoped that, with the end to the theta radiation pollution in their space, their race might begin to heal and prosper once again.

MALON INTRUDERS

Death and destruction

The Night Beings' peaceful existence within their spatial void is shattered by the arrival of the Malon. This unsightly race are eager to use the seemingly uninhabited region of space as a dumping ground for the toxic waste produced by their civilization.

The Night Beings do everything in their power to prevent the Malon from polluting their environment, but their efforts prove futile, particularly when the Malon train their powerful spatial charges at the smaller *Night Being Vessels*. Even the Night Beings' energy-dampening weapon does not deter the Malon.

The intervention of the *U.S.S. Voyager NCC-74656* finally leads to the Malon being cut off from their dumping ground, when the spatial vortex they use to travel there is destroyed by the Starfleet vessel.



▶ Controller Emck shows little remorse for the damage he is inflicting upon the Night Beings and the region of space they inhabit.

Borg Vinculum

The **Borg Vinculum** is one of the most important systems to be carried aboard the many Borg vessels throughout the Galaxy. This intricate piece of technology serves as the vital link between each and every drone within the collective.



▲ The Borg Vinculum causes Seven of Nine to be overwhelmed by the personalities of individuals whose assimilation she took part in.

The nature of the **Borg collective** necessitates a complete reliance on technology, as the Borg themselves are an interdependent synthesis of biological and mechanical systems. Borg vessels have a number of vital elements without which the collective cannot conduct its quest for perfection, and while regeneration nodes and adaptive offensive and defensive capabilities are important, they would be of little use if the drones were not able to communicate with one another. The enormous amount of information gathered by the collective needs to be regulated, and a device known as a **Borg Vinculum** carries out this important function. Interconnecting the minds of all drones, it purges individual thoughts and disseminates information relevant to the collective – effectively bringing order to chaos and allowing drones to speak with a single voice.

Infected

The Borg Vinculum is a processing device found at the core of every Borg vessel, regardless of size or function. The Vinculum is independently powered and highly sophisticated; it is tough enough to survive the complete destruction of a **Borg cube**, yet continue to function in space. Under normal conditions, the Vinculum would be recovered by the Borg after such a disaster, and the **Delta Quadrant** race known as **Species 6339** attempt to use this routine to their tactical advantage in 2375; after infecting a **cube** with a deliberately manufactured virus, they wait for the collective to recover the diseased Vinculum and spread their virus to other vessels in the collective. There is an unfortunate side effect of this process, however – on detecting **Seven of Nine's cortical implant** while journeying aboard the **U.S.S. Voyager NCC-74656**, the Vinculum identifies her as an errant drone, and attempts to reintegrate her into the collective.

Under attack

The mutated synthetic pathogen attacks the Vinculum's systems and causes the unit to malfunction, sending erratic commands directly to Seven of Nine's cortical implant via an interlink frequency. This causes her to exhibit the personality traits of the individuals she was involved in assimilating during her time as a drone. Such is the severity of the Vinculum's transmissions that Seven of Nine's own

An outer framework consisting of various rods and struts is arranged toward the top of the Vinculum.

The inner sections of the Borg Vinculum glow with a sinister green luminescence.

The upper section of the Vinculum features a brightly illuminated green diamond that is protected by six thin support bars.

The exterior components of the Borg Vinculum protect the intricate systems contained within the device.

A series of loose cables hangs down the exterior of the Vinculum.

THE BORG
VINCULUM

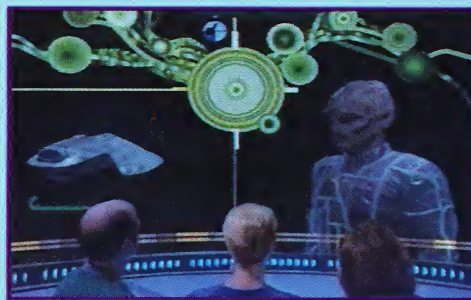
Borg Vinculum

personality is in very real danger of being completely lost, so an attempt is made to shut down the Vinculum, despite the hostile insistence of Species 6339.

Standing over three meters tall, the Borg Vinculum is an intricate and impressive device designed to operate under the most extreme conditions. Constructed from a highly resilient gray alloy, the device has an open, almost skeletal structure that makes access to its systems easy during normal operation. The upper section of the Vinculum consists of a circular platform that forms an end cap; this round plinth is supported by a single, thick circular shaft connecting to an upper diamond-shaped unit in its center, and six narrower support bars. The six thin supports attach to a circular frame that acts as an anchor for the bars, and also forms the main upper support for the six narrow, angled fins that branch outward at regular intervals along the main body of the Vinculum, providing external protection to the delicate internal mechanisms.

Inner workings

The inner section of the Vinculum consists of a number of control surfaces, access panels, and conduits, all of which aid in the normal function of the device. The upper and lower ends terminate in a diamond-shaped unit that glows with the familiar green hue of Borg-powered technology, although the lower diamond does not have the protective plinth featured on the upper section. A number of cables connect areas of the Vinculum to each other. It is possible to disable the device remotely, but such a procedure would take several days. It is far quicker to shut the Vinculum down in relatively close proximity,



▲ **Species 6339 deliberately infect the Vinculum with a virus which they hope will destroy the Borg collective.**

although this does greatly amplify its effects on Seven of Nine.

Several attempts are made to deactivate the Vinculum aboard *Voyager* by **Chief Engineer B'Elanna Torres**. Handling Borg technology as powerful as this necessitates extraordinary security measures within Main Engineering during the process – a Level-10 forcefield is erected around it, with constant surveillance mounted by security. Antigravity struts used to support the device are also watched closely, all primary command consoles in its vicinity are locked out, and **transporter** control is rerouted to Engineering in case it needs to be quickly transported into space. Seven's initial attempts to scan the device are met with a power surge, a normal reaction from the Vinculum when detecting external sensing devices, and part of the many safeguards with which it is equipped.

Attempts to target the **transneural matrix** and deactivate this with a **dampening field** initially appear to work, as the green powered areas begin to flicker and the Vinculum's power output drops. At 71 percent, the power then begins to increase as attempts to refocus the



▲ **A BORG VINCULUM is found intact within the debris field of a destroyed BORG CUBE in 2375.**

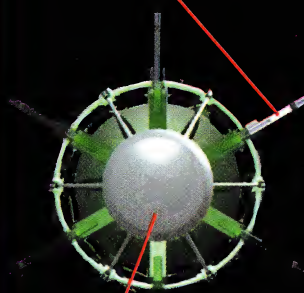
dampening field prove ineffective when the Vinculum reroutes its internal circuitry, and adapt to what it perceives as an external attack. The device's return to full power leads to Seven of Nine's synaptic patterns destabilizing to such an extent that the **EMH** fears her own neural pattern may never be recovered, due to the tremendous strain on her cerebral cortex, and the deactivation process is temporarily halted.

Shutting down

Further study of the Vinculum's adaptive process leads B'Elanna Torres to develop measures that, in theory, should counteract its ability to change, and finally power down the device. The use of a remodulated dampening field designed to constantly compensate for the Vinculum's own adaptations proves successful, and the entire device shuts off with an electronic winding down sound, terminating in the extinction of its glowing power nodes. The disabling of this impressive piece of technology leaves Seven of Nine able to recover her own personality, and *Voyager* to leave Species 6339 with their biological weapon.

DORSAL VIEW

Viewed from above, the Vinculum maintains a symmetrical appearance.



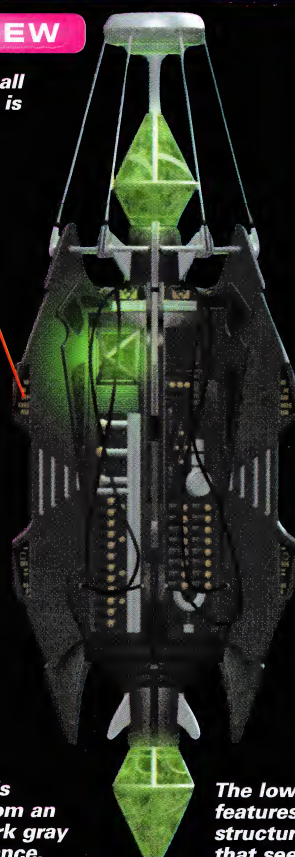
The upper section of the Borg Vinculum is capped by a circular piece that is supported by six struts.

When the Vinculum is active and operating within normal parameters, a green glow is emitted from the interior of the device.

STARBOARD VIEW

PORT VIEW

A series of small control panels is located on the exterior of the Vinculum.



The Vinculum is constructed from an unspecified dark gray metallic substance.

THE BORG VINCULUM

Type: Borg Vinculum

Remarks: The Vinculum acts as a link for the Borg collective consciousness.

VENTRAL VIEW



The lower section features a diamond-structure similar to that seen at the top.

Ensign Garrovick

A moment's hesitation leads to hours of self-doubt and a conflict with his commanding officer, but Ensign Garrovick's courage prevails in an encounter with a deadly alien intelligence.

Ensign Garrovick is the son of the late **Captain Garrovick**, who commanded the **U.S.S. Farragut NCC-1647** until his tragic death in 2257.

Garrovick follows his father into **Starfleet** and, after graduating from **Starfleet Academy**, is assigned to the **U.S.S. Enterprise NCC-1701** in 2268, wearing the red shirt of a security officer. He is tall, well-built, and in his early 20's. At times he seems almost languid, but moves quickly when required to.

No nepotism required

When Garrovick reports to **Captain James T. Kirk**, the commander asks him if his father was the captain of the *Farragut*. Garrovick interrupts to say that he was, but adds that he does not expect any special treatment on that account. Kirk retorts that nobody gets special treatment on the *Enterprise*. Garrovick's tour of duty gets off to a bad start when three

crewmembers, including one of his good friends from the Academy, **Ensign Rizzo**, die during a landing party mission to **Argus X**. Garrovick is ordered to form another landing party to accompany Captain Kirk to the planet, to search for whatever killed Rizzo and the others.

Ghost from the past

On Argus X, Garrovick is instructed to set his **tricorder** to scan for **dikironium**. The landing party splits into two groups of three, with Garrovick placed in command of one of the groups. During the search, the young ensign turns to see a cloud of white vapor hovering in the air about 20 meters away; he hesitates for a few seconds before firing his **phaser** at it, giving it time to attack his colleagues. It kills them by devouring their red blood cells.

The survivors return to the *Enterprise*, where Kirk convenes an informal inquiry in the briefing room.

CAPTAIN'S FRUSTRATIONS



★ **Déjà vu**
Garrovick does not realize that Kirk's harsh attitude toward him is the captain's way of transferring his own guilt.



★ **Landing party**
Garrovick is one of the landing party sent to Argus X.

★ **Inquiry**
Ensign Garrovick must explain his actions to his senior officers.

PROFILE ON GARROVICK

NAME: Garrovick

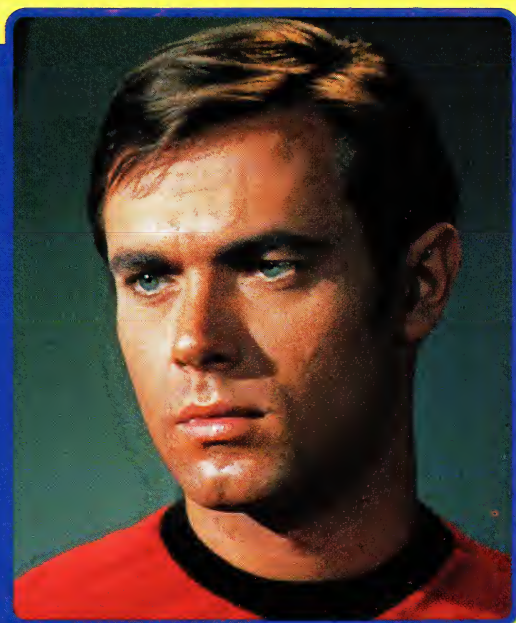
LIFE FORM: Human male

STATUS: Ensign aboard the **U.S.S. Enterprise NCC-1701**.

ROLE: Garrovick is a security officer. He is sometimes trusted with the command of small away teams.

FAMILY: Garrovick's father was also a Starfleet officer. He commanded the **U.S.S. Farragut**, on which a young James T. Kirk also served, until his death on Tycho IV in 2257.

STARSHIP LOG: 'Obsession' [TOS]



▲ Ensign Garrovick is a young man who honors his father's memory by following him into Starfleet service.

Garrovick describes the creature as measuring from 10 to 60 cubic meters, varying in size as it moved. It seemed to be like a gaseous cloud, parts of which could be seen through, with other parts more dense. He did not detect any signs of intelligence in the creature.

Captain Kirk is incredulous that Garrovick could have missed the creature at such short range, but the ensign confesses that he was startled, and did not fire at it immediately. Kirk relieves Garrovick of all duties and confines him to quarters until further notice.

Garrovick throws himself

onto his bed and stares at the ceiling. Unknown to him, some 11 years earlier, Kirk was a young lieutenant on the *U.S.S. Farragut* and, like Garrovick, he hesitated when the ship encountered the same entity. Kirk feels responsible for the deaths of 200 men, including Garrovick's father, although



★ **Confined to quarters**
Kirk relieves Garrovick of all duties and confines the young ensign to his quarters.



OTHER CARDS IN THIS FILE...

3 CAPTAIN KIRK

SEE OTHER FILES...

SPACE PHENOMENA.....File 5

U.S.S. ENTERPRISE

NCC-1701.....File 20

STAR TREK:

The Original Series.....File 68

Ensign Garrovick



★ No forgiveness

Kirk is not prepared to forgive Garrovick for the deaths of the two landing party members. He is either rude to the security officer, or ignores him completely.



★ Old friend

At the end of their ordeal, Kirk offers to tell young Garrovick stories about his father.



★ Volunteer

Garrovick offers to accompany Kirk to Tycho IV in order to lay a trap for the cloud creature.

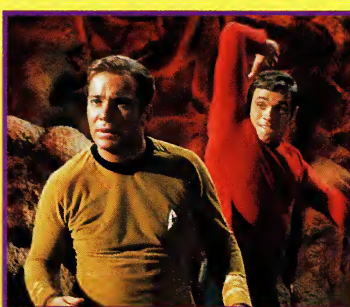
the ship's executive officer believed that Kirk had done all he could. Kirk's accusations in the briefing room transfer some of his own guilt onto Garrovick, who now feels responsible for the deaths of the two men he led. While Garrovick broods, the creature leaves Argus X and the *Enterprise* gives chase.

Temper temper

Nurse Christine Chapel looks in on Garrovick at Dr. McCoy's request. She implores him to eat and to snap out of his self-pity. When he says he is not hungry, she warns him that Dr. McCoy could have him hauled down to sickbay and fed intravenously. Reluctantly, he gets up. When the nurse leaves, he angrily throws the plate cover across the room, not noticing that it hits the ventilation filter switch, jamming it at 'bypass'. He sinks onto the bed again, but moments later the red alert siren sounds and he rushes to the bridge, where he learns that the creature has entered the ship through a faulty impulse vent. He requests permission to return to his post, but Captain Kirk ignores him. He returns to his quarters.

Later, Garrovick receives a visit

"Hunting it down won't bring the dead back to life. I've finally learned that one simple fact." — Captain Kirk



★ No sacrifice

Garrovick tries to knock out Kirk. He wrongly believes the captain is trying to sacrifice himself.

from Mr. Spock. The Vulcan recognizes that Garrovick is blaming himself and suggests that hesitation is a hereditary trait of the human species. While they are talking, Garrovick realizes that the creature is emerging from the air vent, and Spock warns him to get out of the room. Garrovick alerts the captain, who arrives with a security patrol. Fortunately, the crew manage to reverse the cabin pressure and Spock is unharmed.

Redemption

In the aftermath of the incident, Kirk asks Garrovick for his professional appraisal of their encounters with the creature. The security officer believes that he, and Kirk before him, were ineffectual, but Kirk now realizes that even if they had both fired instantly, it would have made no difference to the outcome. He tells Garrovick to report for duty again.

The creature leaves the ship and heads for its home planet, Tycho IV; Spock's analysis indicates that it is going to spawn. The *Enterprise*

★ Together

Captain Kirk and Garrovick face the cloud creature side by side.

follows it and the senior staff debate how it might be destroyed. Eventually, they decide that an antimatter bomb is their best option, and Garrovick volunteers to help Kirk bait the trap.

They beam down to Tycho IV with the bomb and a flask of haemoplasm to attract the creature. They leave the bait and begin to arm the bomb, but the creature appears before they have primed the detonator. Kirk orders Garrovick to beam up, but the young ensign thinks Kirk is going to sacrifice himself in order to ensure the creature is killed, and tries to knock him out. They tussle briefly,

until Kirk gets the upper hand; the captain angrily tells Garrovick to consider himself on report. They remain until the last instant, then beam up just before the bomb goes off.

After the danger has passed, Kirk decides not to reprimand Garrovick for disobeying a direct order and attacking him. As an afterthought, he suggests that Garrovick cleans himself up and that they meet in Kirk's quarters. He wants to talk to Garrovick about the latter's father, adding that there are several tall stories he might like to hear. Garrovick gratefully accepts the captain's offer.



TIME TO LET GO OF GUILT

Dangerous ventilation

Garrovick's anger at himself for what he sees as a mistake that caused the death of his friends almost leads to his own demise. In a fit of frustration, he throws a plate cover across his quarters and accidentally jams open an air vent; when the cloud creature infiltrates the starship's ventilation system, not even Mr. Spock's Vulcan strength can close the damaged vent. Luckily, Garrovick is able to alert his crewmates, who depressurize the room, sucking the creature back into the air ducts.

▼ Stuck

Spock struggles to close the vent and prevent the cloud creature from entering Garrovick's room.



▲ Not his fault

Spock tries to convince the young ensign that there is nothing to be gained by wallowing in guilt.

Haley

The holographic woman known as **Haley** is a masterful accomplishment. She was created by **Dr. Lewis Zimmerman** in the late 2360's to act as his assistant, and ends up closer to him than almost anyone else in his life. In fact, she is one of the few people to whom he will listen.

The noted holographic technician **Dr. Lewis Zimmerman** creates a female hologram named **Haley** in 2367, years before his acclaimed

Emergency Medical Holograms are realized. It seems only natural that a man who has made a career out of perfecting holograms should choose one for his assistant, but Haley becomes more to him than that: she is his confidante and friend. Haley lives with Zimmerman in his laboratory-cum-quarters on the research facility **Jupiter Station**, in Earth's solar system. It is unknown if her relationship with him is physical and recreational as well as professional, but the doctor has always had a fondness for attractive women. His attitude toward Haley is no different.

Haley is delicate, with elfin features. Her blonde

hair is fashioned in a bob and hangs down over her collar. She wears simple gold earrings and long, stylish dresses that show surprisingly little skin; given the predilections of her creator, it is likely that she chooses her own apparel.

Sentient being

In fact, Zimmerman has given Haley a complete personality of her own and a great deal of autonomy, much like the **Emergency Medical Holograms** that he develops in the 2370's for installation aboard

Federation starships. She is, to all intents and purposes, her own person. Only those with empathic abilities are able to detect that she is a hologram, as they cannot sense any emotions from her.

Haley interacts easily with flesh-and-blood people, contributing to conversations intelligently

PROFILE ON HALEY

NAME: Haley

LIFE FORM: Holographic female

STATUS: Sentient being

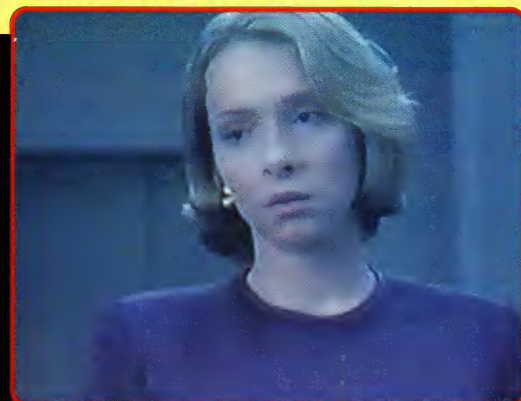
CREATOR: Dr. Lewis Zimmerman

BECAME OPERATIONAL: 2367

OCCUPATION: Dr. Zimmerman's assistant.

REMARKS: Haley is so lifelike that few people guess she is a hologram on their first meeting.

FIRST SEEN: 'Life Line' [VOY]



Haley appears to be a normal young woman in her 20's, but she is in fact an artificial being. As with many holograms that have been run continuously, she has developed a sentience that is difficult to distinguish from more conventional life.

and fluently. She generally displays an air of polite amusement, and offers a reasonable perspective to counter the biased or illogical views of others. She acts like a real person, too, such as sitting down even when such an action is not strictly necessary.

This may be to fit in better with 'real' people, or it may be because the need for rest has been built into her matrix.

Haley has played a huge role in Zimmerman's later life, and this has given her a unique insight into the mercurial and complex

doctor. She was with him when each successive model of the **EMH** was created, and she holds an intimate understanding of his emotional investment in them, including the fact that he used to dream about hundreds of holograms saving lives in

TAKING NOTICE OF HALEY



★ Zimmerman's friends

Haley shares with **Reg Barclay**, a holoengineer who has often worked with **Dr. Zimmerman**, the dubious honor of being the innovative inventor's friend. Few people get along well with the egotistical doctor.

★ Short time left

Reg and Haley are concerned about their friend's state of health, but there is little they can do when Zimmerman himself is taking such a defeatist attitude.



★ Two of a kind

Haley gets the chance to meet an example of the **EMH Mark I** program – the **Doctor** from the **U.S.S. VOYAGER** – that has been in operation almost as long as she has been herself.



★ Passion

Reg Barclay is more animated in his concern for the ailing inventor, but it is clear that Haley cares just as much, even though a hologram is not supposed to have emotions.

OTHER CARDS IN THIS FILE...

1 THE HOLOGRAPHIC DOCTOR

SEE OTHER FILES...

STARBASES AND SPACE STATIONS.....File 32
STARFLEET PERSONNEL.....File 43
SYSTEMS.....File 59
STAR TREK: VOYAGER.....File 71

Haley



★ Empathic truth

The half-Betazoid Deanna Troi guesses that Haley is a hologram as she cannot sense any emotions from the young woman.

"She has been as real to me as anyone I've ever known."

— Dr. Lewis Zimmerman in his last will and testament

every corner of the **Alpha Quadrant**. She feels that the reason for his aggravation whenever he encounters one of the first generation of EMH's is precisely that he put so much into its development. Haley is acutely aware of the fact that he was devastated when the range failed to meet **Starfleet's** expectations and was superseded. Their ignominious fate was to be put to work scrubbing **plasma conduits** – a terrible humiliation for Zimmerman to bear.

Forming an opinion

This logical assessment demonstrates that Haley is able to extrapolate from facts and form original viewpoints. She is eventually even able to help change Zimmerman's mind on the EMH Mark I by pointing out that she is a hologram too, and she has managed to earn his respect and esteem. She is not afraid to tell her creator to his face that the Mark I is still one of his creations – and that the **U.S.S. Voyager NCC-74656** EMH needs his creator when he is transferred to Earth and begins to malfunction.

Haley finds Zimmerman exasperating at times, but a large part of her job is coping with his bad moods and tempers, curbing his excesses, and keeping him mollified. She gently rebukes him when he goes too far, choosing her words carefully and counseling him on how to better treat visitors. She

is obviously very fond of the doctor. She knows his habits and moods, such as his tendency to tease people he likes; perhaps because she has been on the receiving end of this treatment herself. She is also very loyal to Zimmerman; she politely deflects questions about him from outsiders by saying that the doctor himself is the best person to ask.

Professional attitude

Haley is careful to cultivate more of a professional relationship, but it is clear that she truly cares for Zimmerman. It is not certain if this has developed over the duration of the relationship, or if it was programmed into her at the start. This feeling does not stretch to Zimmerman's pets, however, such as the holographic lizard **Leonard**. Haley is particularly irked by **Roy**, the micro-surveillance device in the form of a holographic insect kept by the doctor, as it buzzes around her and lands on the meals she prepares. She reacts to Roy's eventual demise with indifference.

The doctor clearly returns Haley's devotion. On **Stardate 53292**, a malfunction in Haley's program prompts him to cancel a lecture on **Vulcan** and return to repair her. Zimmerman hides this action behind typical bravado, claiming that he was just looking for an excuse to get away from the "pointy-eared blowhards."

In spite of his claims, the truth is clear. Zimmerman even makes provision for Haley in his will, requesting that Starfleet keep her program running for as long as her home – **Jupiter Station** – remains operational. He acknowledges that she has been a loyal assistant and friend to him for many years. The news in 2376 that Zimmerman is dying obviously saddens and concerns Haley. She does not

★ Conspirators in care

Haley conspires with the EMH of the U.S.S. VOYAGER, Reg Barclay, and Deanna Troi on how best to deal with Dr. Zimmerman's frosty attitude to their offers of help.



★ Putting on a stern face

Haley is not afraid to speak her mind to the formidable doctor, and does not let his often belligerent attitude get her down.



★ Good ear

Haley has been with Zimmerman longer than anyone else in the doctor's life, and she understands him well. She is one of the few people to whom he will let down his guard, though he would never admit it.

express excessive emotion – which may be in keeping with Zimmerman's preferences, as he wishes little fuss to be made – but she determines to keep him as healthy as possible with a good diet and reminders to take care of himself. She privately confides her

anxiety over his condition to others, and waits nervously to hear if he will accept a revolutionary treatment that could save his life. The doctor's eventual recovery from his illness obviously pleases Haley, and allows their unusual but fruitful relationship to continue.

CREATED COMPANIONSHIP

Haley's role

Haley appears to be more of a personal assistant to Dr. Zimmerman than a help with his research, though she obviously understands his work. Her duties include vetting the doctor's visitors and then announcing them to him. Unofficially, she informs strangers what kind of mood Zimmerman is in that day. Haley also hurries to prepare Zimmerman's meals on time, and serves them on a tray with a napkin. Her cuisine of choice is healthy foods such as salads and water vegetables, rather than the pork chops requested by the doctor, and for this she does not apologize. She also serves meals to visitors after taking time to find out their favorite dishes, such as chocolate ice cream for Counselor Deanna Troi of the **U.S.S. Enterprise NCC-1701-E**. It is unknown if Haley's program parameters allow her to develop interests and hobbies of her own.

▶ Making a fuss

Haley's attitude toward her creator is more akin to that of a mother or long-time wife than a colleague. She fusses over him, and ensures that he eats more healthily than he would if left to his own devices, such as serving him salad.



Data Retrieval Systems

Starfleet has collected vast amounts of data on thousands of races across the Galaxy, but for this to be of any use to its officers, the information must be always to hand. The extensive data retrieval systems fitted to starships and starbases are updated regularly, ensuring a steady flow of information to all **United Federation of Planets** facilities.

The concept of storing information and records for later retrieval is often seen as a mark of a society's maturity and a measure of its sophistication. Writing, the simplest form of data storage, can be traced over several millennia on Earth, but technologically advanced civilizations and organizations require systems that are far in advance of printed, word-based repositories. The traditional feel of a book is enjoyed by many within **Starfleet**, but the practicalities surrounding the immense amount of data required by **Starfleet** vessels rules out this form of data storage in favor of electronic systems. **Starfleet** has constantly developed its methods of data storage and retrieval since the early 2200's, helped greatly by the advances in computer technology developed by **Dr. Richard Daystrom** during the 2260's.

Duotronic libraries

Early **Constitution**-class vessels such as the **U.S.S. Enterprise NCC-1701** are equipped with an extensive library computer that utilizes **duotronic** technology within its hardware. The series of five-year missions undertaken by **Starfleet** captains such as **Christopher Pike** and **James T. Kirk** sets the pattern for data requirements that continues throughout the development of **Starfleet**. The often unpredictable nature of exploration, diplomatic service, and defense means that a wide variety of information may be required in order to successfully complete a mission; this leads to a number of distinct areas of data, all of which can be accessed from a common interface.

Constitution-class vessels employ rectangular data cartridges that can be read via receptacles in the library computer station (which is part of the science officer's station on the

bridge), the captain's chair, and within the chief medical officer's office. Similar readers are located all over the vessel, and data can also be uploaded and downloaded from and to **tricorders**.

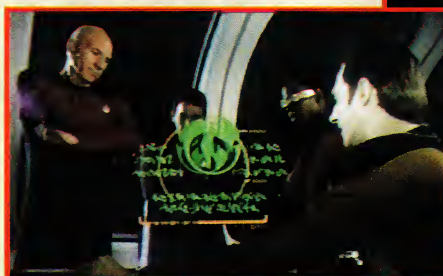
The nature of information stored within **Starfleet** vessels is varied, but includes detailed breakdowns of the cultures and societies of all **United Federation of Planets** members, along with information regarding scientific and technical development. The cultural database is particularly important during the early stages of diplomacy with a new race, as the accidental breaking of a taboo can have disastrous results. In the 24th century, ships' counselors make extensive use of cultural databases.

Regular updates

It is important to understand that data retrieval systems are only as effective as the information stored within them, so the constant updating of all scientific, technical, and cultural data is vital. Any changes to a planet's society and level of development are carefully noted and distributed to all other databases within **Starfleet**.

One of the most important aspects of data retrieval continues to be the **Starfleet Medical Database**. The inclusion of new

Some data retrieval systems are able to project a holographic image of the data.



PADDs can access vast amounts of data by tapping into starship LCARS systems.



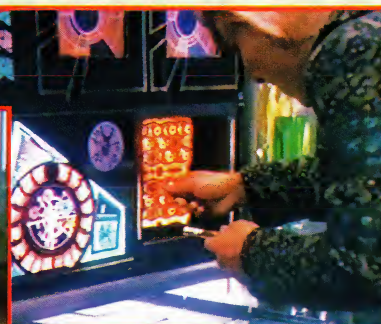
On the CONSTITUTION-class U.S.S. ENTERPRISE, the main library access terminal was incorporated into the science officer's station on the bridge.



An entire room is given over to library access terminals aboard the U.S.S. ENTERPRISE NCC-1701-E.



The Starfleet Medical Database is literally a lifesaver for many starship doctors.



Cardassian systems such as those found on DEEP SPACE NINE operate on a system of data storage rods similar to the isolinear rods used by Starfleet.



Data Retrieval Systems

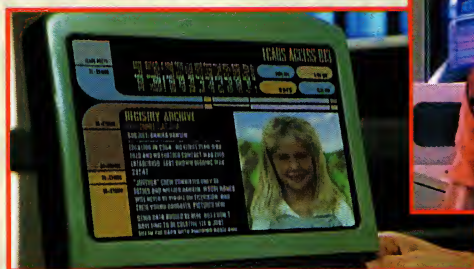


◀ **Stellar Cartography** systems can present astrometric data as highly detailed images.

◀ **Data learns to communicate** with a deaf official by studying records of known sign languages.



◀ **Most of the information** contained in the Starfleet database can be accessed from any starship duty console.



◀ **Captain Janeway** is able to retrieve information on *Seven of Nine's* life before her assimilation from the Starfleet database aboard the *U.S.S. VOYAGER*.

member races, development in the treatment of diseases, and greater information on alien physiology, is vital for a ship's medical team, who may have to offer assistance to members of races not usually found among their crew.

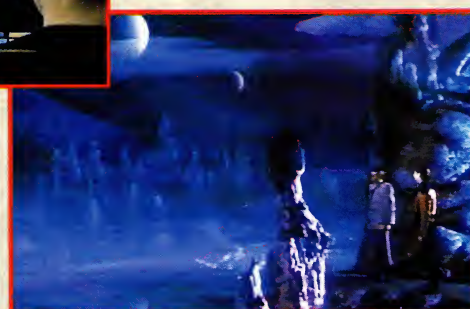
The development of **isolinear chips** and their inclusion in all computer systems from around 2329 leads to an exponential rise in the amount of data that can be transported aboard a Starfleet vessel, and also revolutionizes its retrieval. Banks of isolinear chips can be used to store vast amounts of information, with the sum total of carried data rivaling the amount of information stored within the Federation's original repository of information, the library planetoid **Memory Alpha**, which was completed in 2269.

Reliance on individual storage tapes has been effectively removed by the time *Galaxy-class*

vessels such as the *U.S.S. Enterprise NCC-1701-D* are in service: the now-familiar **LCARS** system is the primary computer interface for all Starfleet devices, including **PADDs**, tricorders, and medical tricorders.

LCARS, or **Library Computer Access and Retrieval System**, is an extremely flexible series of software routines that governs the usage of all computerized systems on Starfleet vessels and facilities. Capable of providing both keyboard and verbal interface capability, the LCARS system controls everything from the display of requested information to the constant supervision of non-critical systems. The major databases governing Astrometrics, sensor recordings, ship's logs, cultural, medical, and scientific information, are some of the most obvious examples of databases that will be called upon during a routine mission, but LCARS also has to control secondary systems.

The databases store nutritional structure data for food, the vast banks of arts-based information, and the complex programs used within the **holodecks**. **Subroutine C-47**, which controls **replicator** selection and recreational



◀ **The likeness of most known planets** is stored in starship databases, enabling locations to be recreated on the holodeck.

programming, is an excellent example of the LCARS system. The storage of alien languages is also extremely important: **Lt. Commander Data** uses visual representations of sign language stored within LCARS to learn this form of communication in 2365. Information on redundant forms of human communication such as morse code are also carried.

War reports

Tactical data can be as important as cultural and scientific information during a mission. The *U.S.S. Defiant NX-74205* relies on its LCARS system for up-to-date offensive and defensive data during the war against **Dominion** forces. The databases carried by the *U.S.S. Voyager NCC-74656* prove to be enormously valuable during the ship's extraordinary journey through the **Delta Quadrant**; **Captain Janeway** is able to research the previous life of **Annika Hansen** before her assimilation by the **Borg**, and data taken from the wrecked *U.S.S. Raven's* LCARS system proves vital in the mission to steal a Borg **transwarp coil** in 2375. The enormous amount of information gathered by *Voyager* on the Delta Quadrant and its inhabitants has been of enormous interest to **Starfleet Command** in the **Alpha Quadrant**.

Different cultures have their own forms of data storage; the **Cardassians** use isolinear rods similar to Starfleet's, as well as more specialized **optilythic data rods**. Starfleet officers assigned to the refitted station now known as *Deep Space Nine* have to adapt to the far less flexible Cardassian retrieval systems. Sadly, some huge libraries have been lost over time. In 2269, the enormous repository on **Sarpeidon** is destroyed when the planet is engulfed in the supernova of its dying sun, **Beta Niobe**.

ALIEN RETRIEVAL SYSTEMS

From mind to matter

In 2368, the telepathic **Ullians** visit the *U.S.S. Enterprise NCC-1701-D*; they are building a telepathic library, by retrieving memories – some of which may have been repressed or forgotten – from other races. Such an organic data storage and retrieval system is somewhat unusual; most are electronic.



◀ **The Ullian race** attempts to set up a telepathic library during the 2360's.

◀ **The staff of DEEP SPACE NINE** have had to adjust to **Cardassian** systems.

◀ **Dating back 87 million years**, the space-faring **D'Arsay Archive** is the oldest known repository in the universe.





'Unimatrix Zero' Part I

'UNIMATRIX ZERO'

"I just got here too. This environment is intimidating, but I believe it is safe."

— Seven of Nine

The crew of the *U.S.S. Voyager NCC-74656* discover dissent within the Borg collective when Seven of Nine finds herself dreaming of **Unimatrix Zero** — an idyllic environment populated by drones blessed with a mutation that allows them to experience individuality.

Seven of Nine's regeneration period is disturbed by what seem to be dreams, but in one such experience, she is informed that they are nothing of the sort. A man calling himself **Axum** tells her she has connected with a virtual construct known as **Unimatrix Zero**, a sanctuary populated by **Borg** who can exist within it as individuals during their regeneration period. Only one in a million drones has this ability, but the **Borg Queen** is systematically deactivating all the mutated drones via their **interlink frequency**. A **nanovirus** will mask them, but when their regeneration period is over, the drones have no recollection of Unimatrix Zero. Seven is asked to introduce the virus.

Experiencing Unimatrix Zero

Captain Kathryn Janeway wants more information before agreeing to help, and **Tuvok** links her to Seven, enabling them to visit Unimatrix Zero together. The Borg Queen sends drones into Unimatrix Zero to spread terror, and while doing so becomes aware of the captain's presence.

Janeway devises a plan to enable the Borg to retain a memory of their individuality while awake, thus creating a resistance movement. The **Doctor** modifies Axum's nanovirus, but cannot predict the exact effect when it is introduced to the Borg.

Just prior to transporting to a **Class-4 Tactical Cube**, Janeway is contacted by the Borg Queen, who warns her not to meddle, and promises **transwarp** technology in return for complicity. Janeway refuses.

Seven learns that she and Axum were previously lovers in Unimatrix Zero, but she now considers this irrelevant. Axum, on the other hand, is not so detached.

Voyager sustains heavy damage from the Borg while acting as a distraction for Janeway, Tuvok, and **B'Elanna Torres** aboard the **Delta Flyer**. The away team transport aboard the **Tactical Cube** before the *Flyer* is destroyed, but are captured by the Borg and assimilated. **Chakotay** orders *Voyager* to depart, noting "So far, so good."

ON SCREEN...



1 Seven of Nine experiences an idyllic dreamworld which she comes to learn is Unimatrix Zero — an environment populated by Borg drones who experience individuality.



2 The Borg Queen is angered by the fact that a minute fraction of her collective have the ability to be individuals during their regeneration periods.



3 The Borg Queen deploys a number of drones in Unimatrix Zero. As they rampage through the environment, she sees Captain Kathryn Janeway there.



4 The Borg Queen contacts Janeway, and instructs her not to meddle in Borg affairs. She offers transwarp technology in return for an end to Janeway's interference.



5 The **DELTA FLYER** is destroyed as an away team comprised of Janeway, Torres, and Tuvok attempt to infiltrate a **CLASS-4 TACTICAL CUBE**.



6 The away team are ambushed and assimilated into the Borg collective. They are seemingly left to suffer the indignity of an existence as simple drones.

STARSHIP FACTS

Tom Paris is reinstated to the rank of lieutenant in recognition of his exemplary service over the past year.





'Unimatrix Zero' Part II

The assimilated Captain Kathryn Janeway, Lt. Commander Tuvok, and Lt. B'Elanna Torres begin to disrupt the Borg Queen's hold over the inhabitants of Unimatrix Zero, bringing a hitherto unheard of individuality to the Borg collective — and a chance for new beginnings.

Lt. Commander Tuvok regains his individuality aboard the **Class-4 Tactical Cube**, and he and Lt. B'Elanna Torres set out to find the vessel's **central plexus**. Aboard the **U.S.S. Voyager NCC-74656**, Chakotay orders **Seven of Nine** to return to **Unimatrix Zero**, where she finds that its inhabitants are continuing their preparations for battle.

Tuvok and B'Elanna use their Borg physiology to access the shielded central plexus, and discover that **Captain Kathryn Janeway** has already arrived there. As they work to infiltrate the central access port, Tuvok reports that his **neural suppressant** is wearing off. He can hear the collective.

Infiltration

B'Elanna accesses the central plexus, and uses her **assimilation tubules** to download the **nanovirus**. Tuvok, however, succumbs to the collective, and captures Janeway.

The **Borg Queen** converses with the captain via a holographic transmission, and begins to destroy Borg vessels when she loses contact with just a few drones.

Seven reports that the nanovirus is taking effect; Unimatrix Zero's inhabitants plot to destroy the **primary unicomplexes** aboard their ships to sever the Queen's link to them. The Borg Queen visits Unimatrix Zero at Janeway's suggestion, and later reveals to the captain that she intends to destroy it using a reprogrammed nanovirus.

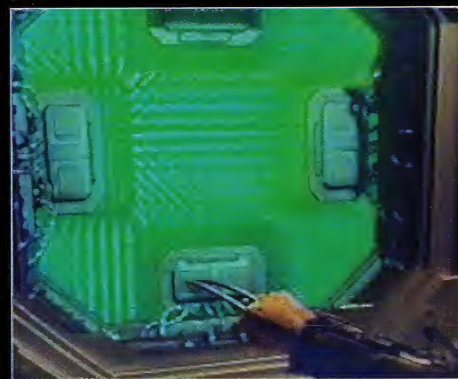
A holographic Janeway appears in Voyager's sickbay, and covertly instructs Chakotay to destroy Unimatrix Zero. A **Borg sphere** commanded by the self-aware drone **Korok** joins with Voyager to attack the cube carrying the away team. During the conflict, Seven accesses Unimatrix Zero one last time, and bids farewell to **Axum**.

B'Elanna destabilizes the **cube's** shields, leaving the Borg Queen with little choice but to destroy it. The away team are transported back to Voyager just in time, and, despite their ordeal, the **Doctor** is able to remove most of their implants.

ON SCREEN...



1 Lt. Commander Tuvok and Lt. B'Elanna Torres locate Captain Kathryn Janeway. She is finding it difficult to infiltrate the vessel's central plexus.



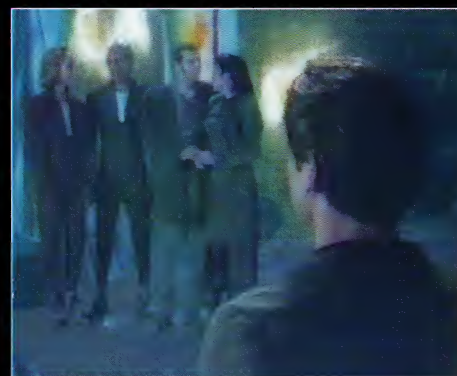
2 B'Elanna downloads the virus directly into the CUBE's central plexus via the tubules with which her recent assimilation has provided her.



3 Tuvok is overwhelmed by the collective and captures Janeway. The captain finds herself represented as a holographic transmission in the Borg Queen's lair.



4 The Borg Queen visits Unimatrix Zero herself, much to the surprise of a young boy playing in the forest. She later describes the environment as "primitive."



5 The U.S.S. VOYAGER NCC-74656 and the BORG SPHERE commanded by the Klingon Korok disrupt Unimatrix Zero's interlink frequency, destroying it.



6 The Borg Queen orders the self-destruction of the CLASS-4 TACTICAL CUBE. The away team are retrieved as VOYAGER escapes the explosion.

STARSHIP FACTS



Seven's lover, Axum, is aboard a **Borg scout ship** near the border of fluidic space in the Beta Quadrant.

Eupdate

Embarcadero

Tourist spot near **Starfleet Headquarters** on Earth. **Captain Janeway** used to dine at a Japanese **replimat** on the Embarcadero and recommended it as a dating destination for **Chakotay** and **Valerie Archer**. (*Starship Log: 'In The Flesh' [VOY]*) **SEE FILES 7, 58, 71**

Emck, Controller

Malon Export Vessel captain, **Eleventh Gradient**, who profited by dumping toxic waste in the **Delta Quadrant**. Emck rejected technologies that rendered the toxins inert because he would lose his business. (*Starship Log: 'Night' [VOY]*) **SEE FILES 18, 40, 58, 71**



Controller Emck refused to accept the advanced Federation technologies that would put an end to his job of disposing highly dangerous waste products in distant regions of the Delta Quadrant.

Emissary, Orb of

SEE Orb of the Emissary

emitter stage

The section of a **phaser** weapon in which energy gathers before being released or fired. Attempts to improve the **U.S.S. Defiant NX-74205's** phaser weapon required recalibrations at the emitter stage. (*Starship Log: 'Soldiers of the Empire' [DS9]*) **SEE FILE 28, 70**

Emperor's Cup

Prestigious Sumo wrestling event. **Captain Janeway** had a fifth-row seat at the 77th Emperor's Cup and remembered **Takashi** as the victor. **Tuvok** and **Chakotay** insisted **Kar-pek** took the cup. (*Starship Log: 'Latent Image' [VOY]*) **SEE FILE 71**

energy-dampening weapon

Breen device that leaves enemy ships powerless. It would have won the war for the **Dominion** in 2375, but a **Klingon** engineer discovered that a **tritium** intermix adjustment shielded his ship. (*Starship Log: 'When It Rains ...' [DS9]*) **SEE FILES 18, 40, 60, 70**



The NOVA-class U.S.S. EQUINOX NCC-72381 was ill-equipped to deal with the harsh surroundings of the Delta Quadrant.

Entaban

Technologically-advanced **Delta Quadrant** society that shot at **Steth's** prototype ship when he carelessly flew it within restricted Entaban airspace. Only **Steth's** skill prevented Entaban fighters from destroying his ship. (*Starship Log: 'Vis à Vis' [VOY]*) **SEE FILES 18, 40, 58, 71**

Entharans

Warp-capable humanoid race from the **Delta Quadrant** that claimed arms inventor **Kovin** as one of its own. When **Kovin** was charged with harming **Seven of Nine**, an **Entharan Magistrate** was dispatched to hear the evidence. (*Starship Log: 'Retrospect' [VOY]*) **SEE FILES 18, 40, 58, 71**

Epsilon IV

Planet where **Captain Ransom** once encountered a **Klingon Bird-of-Prey**. **Ransom's** service record shows that, rather than engage the ship, he hid in a nebula until the **Klingons** departed. (*Starship Log: 'Equinox', Part II [VOY]*) **SEE FILES 43, 71**

epsilon radiation

An uncommon type of toxic energy associated with **tettrion reactors** like the one in the **Caretaker's Array** and **Tash's Subspace Catapult**. (*Starship Log: 'The Voyager Conspiracy' [VOY]*) **SEE FILES 42, 71**

Equinox NCC-72381, U.S.S.

Nova-class science vessel performing planetary research under the command of **Captain Rudolph Ransom**. The *Equinox* was brought to the **Delta Quadrant** by the **Caretaker**, and was later destroyed in 2376. (*Starship Log: 'Equinox' Part I [VOY]*) **SEE FILES 19, 31, 43, 71**

Erewon-class

Vessel configured to transport personnel. The **S.S. Santa Maria**, selected to ferry settlers to **Gemulon V** in 2360, was an *Erewon-class* ship. (*Starship Log: 'Paradise' [DS9]*) **SEE FILES 18, 70**

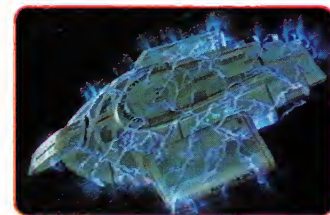
Ermat Zimm

Bajoran artist whose rendering of **Deep Space Nine** was faithfully reproduced on a collector's **latinum-plated Renewal Scroll pen**, which **Quark** was selling in his bar in 2371. (*Starship Log: 'Fascination' [DS9]*) **SEE FILES 51, 70**

eryops

Devonian-era life forms that were the 400-million-year-old link between humans and **Voth** as well as warm- and cold-blooded beings on Earth. (*Starship Log: 'Distant Origin' [DS9]*) **SEE FILES 18, 71**

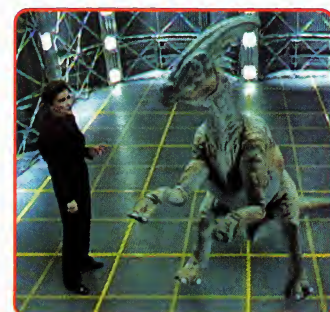
Embarcadero
Emck, Controller
Emissary, Orb of
emitter stage
Emperor's Cup
energy-dampening weapon
Entaban
Entharans
Epsilon IV
epsilon radiation
Equinox NCC-72381, U.S.S.
Erewon-class
Ermat Zimm
eryops
eustachian tube rub
evade
Evaluation Board
Evil One
Evora
exatanium
Exchequer, Blessed
exobiologist
exogenetics
exogenic field
exographic target sensor
extraction tubule



The Breen energy-dampening weapon destroyed the U.S.S. DEFIANT NX-74205 in late 2375.



Tettrion reactor technology – as used by the Nacene and Mr. Tash – emits noticeable quantities of epsilon radiation.



Captain Kathryn Janeway used a holodeck to learn how eryops served as the link between humans and reptiles.

eustachian tube rub

Advanced **oo-mox** practice that excites a **Ferengi** via friction to the middle ear. The eustachian tube rub is listed in the short, but highly-regarded, Ferengi book, '**Oo-mox for Fun and Profit**.' (*Starship Log*: 'Profit and Lace' [DS9]) **SEE FILES 14, 70**



▲ **Evade** is a term used in the Ferengi game of **Tongo**. The move is seen as an unusually non-aggressive action in the fast-moving and closely fought battle of wits.

evade

Term used in the **Ferengi** game of **Tongo**. Evade is one of the few non-aggressive options in the game. Other typical moves are **confront**, **acquire**, and **buy**. (*Starship Log*: 'Change of Heart' [DS9]) **SEE FILES 14, 66, 70**



▲ **Ezri Dax** found the **Evaluation Board** of the **Trill Symbiosis Institute**. In 2375, **Ezri Dax** turned to the Evaluation Board for tips on being a symbiont host, but received only limited counseling and some books. (*Starship Log*: 'Shadows and Symbols' [DS9]) **SEE FILES 9, 43, 46, 70**

Evaluation Board

Subsection of the **Trill Symbiosis Institute**. In 2375, **Ezri Dax** turned to the Evaluation Board for tips on being a symbiont host, but received only limited counseling and some books. (*Starship Log*: 'Shadows and Symbols' [DS9]) **SEE FILES 9, 43, 46, 70**

Evil One

SEE **Kosst Amojan**

Evora

An **Alpha Quadrant** species that became a **Federation** protectorate just one year after becoming warp-capable. In 2375, **Captain Jean-Luc Picard** hosted a reception on the **U.S.S. Enterprise NCC-1701-E** to welcome the **Evora** officially. (*Starship Log*: **Star Trek: Insurrection**) **SEE FILES 18, 80**



▲ The diminutive **Evora** are officially welcomed into the **Federation** in 2375. **Regent Cuzar** eagerly anticipated a dance with **Captain Jean-Luc Picard** during the reception.

exatanium

Material used by **Benthan** engineers to fabricate the fuselage of an experimental spacecraft. **Steth** flew the craft into forbidden **Entaban** territory and discovered that **Entaban** weaponry was capable of blasting through the exatanium. (*Starship Log*: 'Vis à Vis' [VOY]) **SEE FILES 18, 40, 71**

Exchequer, Blessed

Primary **Ferengi** god. The Blessed Exchequer controls all the wealth in the universe and resides in the **Divine Treasury**, Ferengi heaven. Household Blessed Exchequer statues receive bribes and prayers. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILES 14, 70**



▲ **Ferengi lore** suggests that the **Blessed Exchequer** awaits recently deceased Ferengi in the **Divine Treasury**.

exobiologist

Eight-year-old **Molly O'Brien**'s career choice, a mispronunciation of exobiologist. Inspired by interest in her pet, **Chester** the cat, Molly wanted to study animals from other planets. (*Starship Log*: 'Out of Time' [DS9]) **SEE FILES 44, 70**

exogenetics

Course at **Starfleet Academy** dealing with non-human genetics. **Captain Kathryn Janeway** missed getting an A in class by failing to recognize a **nucleotide resonance frequency** that activates DNA and realigns molecular bonds. (*Starship Log*: 'The Fight' [VOY]) **SEE FILES 19, 43, 71**

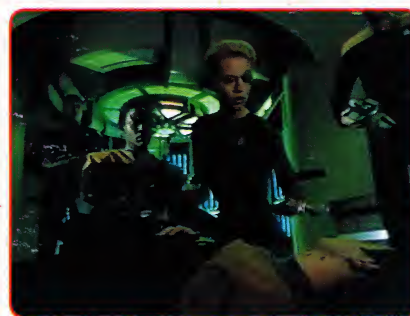
exogenic field

Visible, unpredictable blanket of energy surrounding planets with certain types of erratic cores. An active sensor scan can be enough to detonate an exogenic field, creating **subspace metreon** radiation. (*Starship Log*: 'The Sound of Her Voice' [DS9]) **SEE FILES 3, 70**

exographic target sensor

Main component of the **TR-116** rifle's eyepiece. An exographic target sensor allows the user to see beyond the immediate area, including through walls, to find and lock onto a target. (*Starship Log*: 'Field of Fire' [DS9]) **SEE FILES 43, 60, 70**

▶ **Ezri Dax** used an **exographic target sensor** along with a **TR-116** rifle in an effort to locate a murderous **Starfleet** officer aboard station **DEEP SPACE NINE** in 2375.



▲ **Borg** extraction tubules removed a tissue sample from **Ensign Mulcahey** in 2375, leading to the creation of an advanced **Borg** drone that utilized 29th-century technology.

extraction tubule

Borg tubules inject **nanoprobes** into **drones**. Extraction tubules, on the other hand, allow drones to remove tissue samples from others. **U.S.S. Voyager NCC-74656**'s **Ensign Mulcahey** was wounded by an extraction tubule in 2375. (*Starship Log*: 'Drone' [VOY]) **SEE FILES 29, 52, 71**